

commodore



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MAX SOFTWARE DEVELOPMENT PROTOCOLS

SOFTWARE DEVELOPMENT PROTOCOLS -- THE MAX MACHINE

Following is a list of "software protocols" -- standards you should use when programming cartridge-based software for the Commodore VIC 20. These protocols standardize copyright notice, use of function keys, keyboard controls and special options.

1. OPENING DISPLAY

The opening display should include the copyright notice (see Number 2) and a program title. If it is known in advance that a program will be sold under different names in different countries, the name of the program may be excluded, but copyright notice must appear. The program should AUTOSTART and launch IMMEDIATELY INTO THE PROGRAM, with the copyright notice shown in the upper lefthand corner briefly, then disappearing as the game begins.

2. COPYRIGHT NOTICE

The proper copyright notice, which must appear in the opening display of all programs, is:

(c) 1982 Commodore Electronics Ltd.

If program memory space is tight, the following alternatives may be used:

(c) 1982 Commodore Elec. Ltd

(c) 1982 Commodore

3. STARTING THE PROGRAM

All cartridge games should run automatically (AUTOSTART) when the computer is first powered up. The protocols for STARTING a cartridge program are:

FROM THE KEYBOARD...use the f1 function key.
FROM THE JOYSTICK...use the fire button.
FROM THE PADDLE.....use the fire button (and
check POT value).

Cartridges which use either joystick or keyboard should start from the fire button, and restart between rounds the same way. Keyboard-only programs should use the f1 key to start or restart. Some programs may require the use of the f1 key to start the program initially, with the fire button used to restart the game between rounds.

Paddles and Joysticks...If you're testing for a paddle to start a game, you should also test the POT VALUE to see if there is a paddle being used (not just the pushbutton), otherwise the program might think you're starting with a joystick, since the paddle pushbutton is the same as "joystick left". If the POT value is not 255 then you have a paddle present.

4. USE OF GAME CONTROLS/PRIORITIES

If your program/game uses a SINGLE JOYSTICK or includes a ONE PLAYER OPTION calling for a single joystick, the program should look to Game Control Port A first and use that port for 1 player programs.

MAX joystick A is on the righthand of the keyboard and should be used for single player programs.

On the Commodore-64 there are 2 joystick ports on the right side of the computer. Joystick A is the port closest to the back of the machine.

5. SELF-ADJUSTING SCREEN

The "self adjusting" feature of the MAX MACHINE should automatically center the picture on the screen before the program begins. This centering occurs automatically in the MAX.

6. GAMES/HIGH SCORE

All games should record the previous "high score" for that game and display it either between rounds, or in the corner of the screen while the game is being played.

7. GAME "REWARDS"

As a general standard, computer games should include several levels of difficulty (usually as the game progresses) and one or more "reward" rounds which may take the form of a musical or visual display or a "bonus" round with special game action or higher rounds for reaching a higher score, new graphic characters introduced at higher levels, etc. Many games have special "hidden" rewards at higher rounds which prompt the user to play the game over and over again to gain expertise to reach those rounds.

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